

-----

Title: Mage Legion[M]

Author: Matsu

-----

This book contains the valuable information you will need to know as you start your career in the Department of Mages. Through this you will get a better understanding of how this department operates and what is needed to achieve a higher appreciation of your position in the Empire of Aldihyde.

1) Proper etiquette.

A mage's disposition is vital in order to be taken seriously.

Everyone is unique and we encourage you to be yourself, but if you wish to be taken seriously here are a few suggestions.

A) The righteous

Mage: This mage is respected among his brethren and is known to be a reliable and strong individual.

B) The Evil-Good

Mage: This mage is not always liked by all, but is known for his awesome dark power and alliance.

More or less of these is a solid foundation and is considered tolerable as long as respect is given mutually. A good demeanor presents one with the benefit of strong allies which is vital for a mages reputation.

## 2)Rank.

Rank is based on one's merit. A merit is gained by actions considered worthy among your fellow guildmates. In other words, rank is either decided by the guildmaster and peers, or a vote with a majority rules decision. The ranking goes as follows.

I)High Wizard

II)Wizard

III)Magician

IV)Illusionist

Each area is as important as the next. Just because your an Illusionist doesn't mean you are weaker than that of a High Wizard, it only signifies that you are newer and gaining your merits. With time and perseverance you will achieve goals.

## 3)Upholding Positions.

Each area has certain tasks required of them. They are not very demanding but will need your efforts.

Illusionists are not expected to meet requirements, but cannot earn merits sitting around looking pretty. The better the participation, the higher you can go.

High Wizards are expected to report to their designated commander at least once a week with progress reports on their underlings.

Wizards are expected to help their underlings on their path to the higher ranks. Magicians are expected to listen to

the wisdom of the  
higher ranks and to  
listen to the High  
Wizard commands.

#### 4) Battles.

In battles, wars or  
hunts, High Wizard  
has command of all  
underlings. The only  
ones who can outrule  
High Wizard  
command of mages are  
the GuildMaster,  
Chancellor, and or  
Chief of Mages.

If you are of a lower  
rank and you feel  
you are being  
mistreated, please  
notify GM Chancellor  
or Head of Mages  
and we will look into  
the situation and  
evaluate the problem.

If you are of High  
Wizard status and  
you are being ignored  
also reffer to a high  
official and we will  
do our best to resolve  
any dilemmas.

I hope we don't have  
any serious problems.  
Just remember our  
Mage's Code of  
Conduct!

#### 5) Benefits.

The greatest benefits  
of being higher in the  
ranks is the respect  
of your underlings.

To take on a newer  
player or young player  
as your apprentice  
shows great respect  
through ALL areas  
of the guild. Being a  
mage makes you one  
of the strongest  
forces in all of UO.

Most players dream  
of being a mage but  
lack certain qualities.

As a High Wizard,  
you are able to  
professionally take an  
apprentice. There are

benefits and risks to  
being a Master.  
Benefits include not  
only respect and honor,  
but also opens you up  
to future  
opportunities.

#### 6) Becoming a Master (Mage Trainer)

As Master  
you will be of the  
highest ranked Mages  
in all of EOA,  
depending on the  
quality of your  
apprentice. For  
example. If your  
apprentice becomes  
powerful, well  
mannered, and passes  
the Trials Of Mana,  
you will have fully  
succeeded in training  
and will be Elite in  
your rank. But, if  
your trainee fails any  
of these areas or  
holds one but not the  
other, then you will  
have failed. But not  
all is lost. An  
apprentice can take  
the trials over again  
and should not feel  
ashamed if he did not  
pass the first time  
around. But if the  
apprentice is vulgar,  
rude and shows no  
respect to his Elder  
ranks, then you are  
both to shame.  
Keeping this in mind,  
I urge you to choose  
your trainee wisely.  
Both of your futures  
will depend on it.  
Training has its  
deeper rewards as  
well, seeing your  
seedling blossom into a  
powerful force of  
nature yet as tame as  
its most delicate  
creatures gives you a  
very profound sense of  
achievement. You also  
should not rush into

training. You don't have to train for a few days or weeks, you can take a month or year, depending on how accomplished your trainee is. If you feel he is strong in will and magic, then advise the council on it and he will be tested.

#### 7) Trials of Mana.

The details of the Trials are secret. Everyone will be tested differently and no Trials are ever the same. Note that death does not mean failure, and the Master is never allowed to accompany the pupil. Key areas that are looked at are: Appearance, Demeanor, Ability to handle situations, Style and Flow of actions, and many secretive areas as well. If a trainee passes the trials he automatically becomes a High Wizard, but respects his Master and those above him with the same respect he shows his master while training.

Note, a trainee must follow certain guidelines.

A) Trainees(Pupils) must show respect at all times to his Elder ranks. Failure to do so denotes training and does not look good for future endeavours.

B) Trainees(Pupils) must listen to the word of his master as though it were a command from the Elder ranks. Unless he feels an injustice is brought upon him. If so he should seek

the council of the  
Elder ranks for  
resolve.

C)Trainees(Pupils)  
will be supplied with  
necessities. If your  
Master instructs you  
not to brandish a  
weapon or is told to  
wear a certain outfit,  
the trainee is required  
to do so. Masters  
should also note that  
your trainee is not a  
whipping boy/girl and  
should not be  
abused...excessively. >:)

These rules are  
ground for basics of  
Masters and their  
Trainees. Everyone is  
free to ask for a  
Master and even if  
you have played UO  
for long time, it  
always looks good on  
your record to have  
been either a Trainee  
or a Master.

In closing I would  
like to add that  
everyone has thier  
own style and  
personality. You do  
not have to act proper  
all the time. But  
Mages are expected to  
be the Power of  
society and battle!